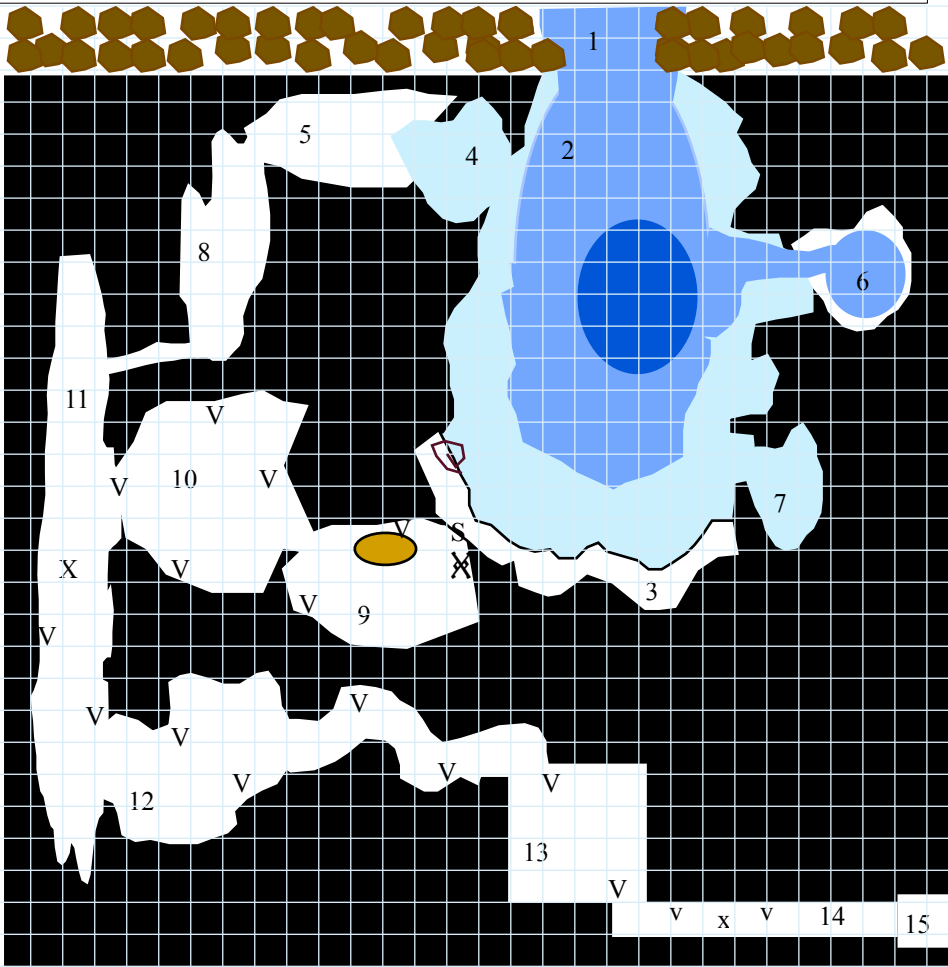


# Wreckers' Cave

1 square = 10'



## Encounters

- Roll d8 every 10 minutes
- 1 Lacedons (1-2)
  - 2 Lacedons (1-4)
  - 3 Wave 2-12"
  - 4 Lacedons (1-4)
  - 5 Wave 2-12"
  - 6 Wreckers (2-5)
  - 7 Wave 2-12"
  - 8 Wreckers (2-5)

## Legend

- S - Secret Door
- X - Pit in floor

- Boat
- Shallow (low tide)
- Medium (low tide)
- Deep (low tide)
- Rope
- Boulder
- Rune
- Sconce

## Background

A band of wreckers are using the cave as a base from which to launch their boats to salvage cargo and such like from the ships they lure onto the shoals in front of the cliff.

If the characters have made it ashore after a recent shipwreck, they will be tired, possibly injured, carrying very few possessions and probably unarmoured.

The wreckers consist of about 20 men, mainly local villagers. They are supplemented by a bunch of 6 toughs led by Branson "The Handsome", a shrewd, brutal, but basically cowardly opportunist who seduced Sinnela, the sorcerous and beautiful wife of Prinz Iyken Naw. A month ago they conspired to murder the Prinz, who was treacherously drowned at sea.

The wrecks have attracted amphibious Lacedon. The Lacedon have set traps to prevent the manor on top of the cliff.

Waves frequently wash into the cave, creating strong currents (height of wave = feet/second in and backwash out). The wreckers will be shifting treasure up to the manor. The Lacedon will be searching for human flesh and bringing their meals back to the caves.

## Room Key

- 1. Cave Entrance** - about 40 wide and 10' high set into the 80' unclimbable cliffs. A 20' beach of boulders ranging from 3' to 20' high makes movement slow and difficult. Waves continuously crash onto the beach. Smashed flotsam from the numerous wrecks is scattered on the beach. A very small amount of treasure missed by the wreckers may be found.
- 2. Main Cave** - Ceiling about 40'. Water levels at low tide: shallow - 2'; medium - 4'; deep 6'.

High tide adds 6' to all depths. Large waves add 2-8' during the period of the wave and create a current equal to the wave height. Light is from the cave entrance which illuminates to about 60' in. Bits of flotsam (smashed spars, broken oars, etc) float within the cave. Lying at the bottom of the deepest pool of the cave is small amount high quality treasure. Slime and seaweed coat the walls to the high water mark.

- 3. Ledge** - A 10' wide ledge runs along the rear of the cave about 10' above the cave floor. At high tide, the ledge will be only 2' above the water mark. A rope used by the wreckers to secure their boat is carelessly coiled at the northern end of the ledge. One end of the rope is attached to an iron ring. The secret door is actually a cunningly painted canvas screen that looks like the rock of the cave at a distance of greater than 10'. If the wreckers are in Room 9, light may be visible around the edges of the screen.
- 4. Rock Pool** - Cave height about 12'. Flotsam and non dangerous marine life. Odor of death wafts down from 8. Some light from main cave.
- 5. Charnel House** - Cave height about 6'. The floor is about 7' above floor of 4. The floor then slopes up to the west end of the cave where there is only about 5' headroom. Some light from the main cave filters through. The Lacedons have deposited numerous corpses here. Chewed bones and about 20 corpses litter the cave. Dry cloth rags, a flint and steel (from a pouch on one of the bodies) and a stray femur could all be put together to provide a handy torch... There is a small amount of money and jewelry scattered about here.
- 6. Crab Pool** - Cave height 12'. Some light from the main cave reflects in here. A vicious giant crab lives under a rock at the bottom of the pool. It will attack anyone who enters its cave and then pursue into the main cave if necessary. A skull with an egg-sized emerald eye (see Special Treasures below) is in the crab's lair.
- 7. Empty Pool** - Ceiling about 12'. Minimal light from the main cave. Otherwise empty.
- 8. Rat Cave** - Ceiling height about 5' at the north end shrinking down to about 3' high at the southern end. More bones. The Lacedons leave their spoils here as well. 40-100 rats from the manor above swarm in this area feasting on the scraps. A small tunnel, about 18' high and 3' wide connects to 11. The rats use this to move between the manor and caves. No one knows it exists. If the sconces are lit in 11 a faint glimmer of light may be visible. Covered in filth is a carved bone lute, capable charming 10-80 rats (or children).
- 9. Boat Cave** - Cave height about 8' with a quite flat floor. The wreckers store their boat here. There are also lengths of rope, gaffs, spars and spare sails. A fishing net is rolled up in one corner. There are also some seaman's knives and a couple of cutlasses here. A rune carved into the floor acts as a ward against the undead, keeping the Lacedons and Prinz Iyken Naw at bay. Hanging on the wall is The Master Mariner's Rope (see Special Treasures below).
- 10. Storage Cave** - Cave height about 12'. Boxes of various food stuffs, casks of wine, oil, lanterns, rope etc. Treasure - some exotic spices. Rats.
- 11. Access tunnel** - A pit trap about 15' deep and about 10' square. Simple non load bearing cover camouflaged with sand and poor light. Rats scurry back and forth between 15, 10 and 8.
- 12. Treasure Cave** - Contains the treasure that has not been able to be carried above yet. Tapestries, artwork, sculpture, lots of gold, lots of jewelry. Rats.
- 13. Antechamber** - 10' ceiling. More treasure, more rats. This is stuff that the wreckers are preparing to haul up above. Typically small chests of coins and jewelry
- 14. Access Tunnel** - 10' ceiling. A spiked pit 20' deep, 10' square. Can be locked closed or re-armed by twisting the sconces on either side.
- 15. Manor Shaft** - 80' shaft to the surface. A block and tackle allows the shifting of heavy goods up the shaft. A ladder is fixed to the eastern wall. Every 20' up the shaft, there is a small ledge to rest.

## Special Characters

**Prinz Iyken Naw** - once lord of the manor and its lands set above the sea cliffs now a wraith intent on enacting vengeance on his wife and her lover. Having promised his soul to the Sea God in exchange for revenge, Prinz Iyken Naw, now a sorcerous wraith enveloped in a heavy sea mist searches the cave every night high tide for an entry to his old domain, in his tattered mail and seaweed vestments, his verdigris coated magic sword (see Special Treasures below) clasped in his skeletal hand, green fires of rage burning in his skeletal visage. Cold and hard in life, undead has not improved his demeanor. The wraith is capable of commanding 2-12 Lacedon. His entrance to the cave will be preceded by a strange green glowing mist billowing in from the sea. He will then appear standing in a boat driven by a chill, mystic wind. The villagers, once his serfs, are terrified of him and will flee as soon as he appears. His way is barred by the rune (a ward against the undead at 9). He is unaware of the crawlway between 8 and 11. He will not suffer the presence of his wife, her lover or any of their servants. He will treat all others with disdain and will not hesitate to destroy them if he considers them an obstacle to his goal.

**Sinnela** - beautiful, ruthless, highly intelligent and sorcerously cunning. She betrayed her husband a month ago as he did not possess her ambition, and was proving increasingly difficult to manipulate. Branson is much easier to control. It is she who casts the glamour that lure ships onto the rocks beneath the manor. She is using the wrecking as a way to fund her plans. It is unlikely she will be in the caves as she considers the practicalities of wrecking beneath her. Her familiar takes the shape of raven. She created the rune at 8 to protect against the Lacedon.

**Branson (The Handsome)** - suave, handsome, shrewd, cunning, but basically a coward, despite being a skilled fighter. He is a brutal sadist, not above a bit of stress relieving torture to pass the time. He thinks he seduced Sinnela, but she really chose him as someone she could manipulate. He arrived at the manor about 8 weeks ago with his band of toughs. He poses an amulet provided by Sinnela, which provides protection against undead, and also allows Sinnela to see and hear everything he does. As wrecking takes place at the night high tide, Branson will be down in the caves during this time coordinating his wreckers' treasure gathering, and selecting any prisoners "rescued" for "entertainment".

## Treasures

**Prinz Iyken Naw's Sword** - a "gift" from the Sea God, it enables the undead Prinz to command things that dwell in the sea (plants and animals), including the Lacedons (2-12) and to command weather at sea. Once per day, he can cast the sword into the water where it transforms into a water elemental. However, any living person taking up the sword must become a vassal of the Sea God. Once grasped by a living person, the sword will transform into a water elemental and demand servitude to the Sea God. If servitude is rejected or the water elemental is attacked, the sword will disappear permanently and the enmity of the Sea God will be earned. To a vassal of the Sea God the sword will also provide the ability to breathe and see underwater, and to move through the sea untroubled by currents. A Vassal of the Sea God always has favorable tides and winds and will never be attacked by a sea creature. A Vassal can ask for the intercession of the Sea God once per year. Upon death, a Vassal's soul will return to the Sea God, who will determine what reward or punishment is fit. Unless specifically absolved by the Sea God (usually to attend some specific task) a Vassal must return to the sea each full moon and spend the moon phase beneath the sea. Failure to do this will result in the gradual weakening and death of the errant Vassal. As the years of servitude continue, the Vassal's skin will develop a green tinge, webbing appears between fingers and toes. Those slain by the sword will be come lesser undead and will be drawn to return to the Sea God's realm.

**The Emerald Eye** - When held up to the eye and looked through, magic, enchanted and invisible objects will glow bright green items. Despite the facets cut into the gem, vision through the emerald is perfectly clear, if green tinged.

**The Master Mariner's Rope** - although it looks and weighs like a 30' length of rope it is always the correct length no matter what is required (to a maximum length of 100'). It never frays or breaks and can only be cut by magic weapons. It can support up to 300 pounds weight (over that and knot will not tie) or make fast any boat/ship of any size. The rope will never be slippery when wet and if thrown, will always reach (or catch) its target if within 100'. Knots never undo unless required. Any knot tied in it will undo at the command "Knot! Undo!" no matter who tied it!